2068 TAPE LABELS

by James G. DuPuy

Here is a short program for the 2068 that will create a label for your cassettes. It's really nice to have all your cassettes labeled, indexed, and all the same! Make sure that your program titles aren't over 10 characters long or they will be cut to 10. After the label is printed, just tare it off and fold it so it fits the case.

```
 Your tape TITLE

     Side:A      |      Side:B

Program 1 >10    PROGRAM 5 >10
ECT        >50
_____  _____
_____  _____
_____  _____
_____  _____
_____  _____
_____  _____
_____  _____
_____  _____
_____  _____
_____  _____
```

```
 Your tape TITLE
```

```
10 REM TAPE LABEL By James G.
DuPuy 2-5-85
12 PRINT AT 10,0;"STOP TAPE AN
D TURN ON PRINTER!!!"
13 BEEP .5,30
14 PRINT AT 14,0;"Press ENTER
to Start."
15 POKE 23609,20
16 PRINT AT 16,0;"To skip to s
ide B or to skip    side B, just
 enter ""STOP"" by    holding th
e Sym.Shift and press the ""A""
key at the program titlepromps."
: INPUT z$
20 BORDER 6: BRIGHT 1: CLS
30 DIM N$(10)
35 PRINT AT 0,0;" ";AT 1,0;" ";
TAB 31;" "
40 PRINT AT 2,0;"      ";AT 20,0;"
  "
```

```
50 FOR N=3 TO 19
60 PRINT AT N,0;" ";AT N,15;"
";AT N,31;" "
70 NEXT N
80 PRINT AT 3,4;"Side:A";AT 3,
20;"Side:B"
85 FOR n=5 TO 19
90 PRINT AT n,1;"_____
_";AT n,16;"_____"
100 NEXT n
120 PRINT AT 21,2; FLASH 1;"Ent
er Tape Title or Number."
130 INPUT a$: IF a$="" THEN GO
TO 130
135 PRINT AT 1,2;a$
140 LET o=1
150 FOR n=5 TO 19
155 PRINT AT 21,0;"
 "
160 PRINT AT 21,0; FLASH 1;"Ent
er Title for Side A #:";o
170 INPUT n$: IF n$=" STOP
" THEN GO TO 210
178 PRINT AT n,1; OVER 1;n$
180 PRINT AT 21,0; FLASH 1;"Ent
er Index Number for #:";o
185 INPUT i$
190 PRINT AT n,11; OVER 1;">";i
$
192 INPUT "OK (ENT/N) ";Z$: IF
Z$="N" OR Z$="n" THEN PRINT AT
N,1; OVER 1;N$;AT N,11; OVER 1;"
>";I$: GO TO 155
195 LET o=o+1
200 NEXT n
210 LET o=1
215 FOR n=5 TO 19
220 PRINT AT 21,0;"
 "
230 PRINT AT 21,0; FLASH 1;"Ent
er Title for Side B #:";o
240 INPUT n$: IF n$=" STOP
" THEN GO TO 295
245 PRINT AT n,16; OVER 1;n$
```

CONTENTS

GAME POKES by David Hosher FROM THE JUNE RAMTOP M/L OF GREATER CLEVELAND.

SABER WULF:

Discouraged with trying to solve Sabre Wulf? Try this. MERGE the loader program and stop the tape. The loader program is in line 0. To change it to an editable enter POKE 23756,1. Now edit the line. Following the very last LOAD "" CODE insert :POKE 43575,255:.

RUN the program and continue loading the tape. You will now have unlimited lives when playing Sabre Wulf. Using this POKE, I was able to reach the end of the quest in about an hour and a half.

JETSET WILLY:

Even with unlimited lives, Jetset Willy is a tough games to play. If you'd like to see the conclusion of Jetset Willy, add this POKE to the program.

MERGE the loader program and stop the tape. Add a line 35 to the program:

35 POKE 41933,255.

RUN the program and continue loading the tape. When loaded, you will only have to collect one token; the one in the bathroom. Proceed to the bedroom and hop into bed. I won't spoil the rest for you.

Get unlimited lives with Jetset Willy by adding line 35 again.

35 POKE 35899,0

Computer Choice, July 1984

MANIC MINER:

There are two versions of Manic Miner. To get unlimited lives, you will have to try the following POKES.

POKE 35136,0 or
POKE 35142,0

FROM THE MAR/APR ZX WORLD NEWS BULLETIN OF NEW YORK.

U.K. - Sir Clive Sinclair vs Mr Curry

London: Two British millionaire computer competitors fought two rounds with bare knuckles in a Cambridge pub and a wine bar at the weekend, press reports said yesterday.

In one corner was Sir Clive Sinclair, 43, the champion British computer-maker, in the other was his main competitor, Mr Chris Curry, 38, head of Acorn Computers, who was holding a Christmas party for his employees in a pub when Sir Clive walked in.

The two reportedly came to blows over an Acorn advertisement which Sir Clive thought slighted his product.

A second round was fought later in a wine bar.

FROM THE WINTER 1985 BOSTON COMPUTER SOCIETY NEWSLETTER.

Problems with non-compatibility between Spectrum software and the various adapters (ROMSwitch, Chameleon, etc.) have been traced to 10K ohm pull-up resistors used in the Spectrum to insure that IN statements from the keyboard read 255 when no key is pressed. The Timex keyboard is different. Most converters can be modified with approriate resistors; some newer models already have been.

BASIC software incompatibility is often due to a difference in RAMTOP. 16K programs are particulary vunerable. Consult approriate manuals for necessary modifications. (An article would be welcome.)

An Atari-compatible trakball can be adapted for use with 2068 by cutting the trace from pin 7 and then run a jumper from pin 7 to GND (Pin 29 on the Z-80 can be used). This will not change joystick performance as this line is supposed to be logical low which GND will supply.

MORE GAME HELP & ORDER INFO. FOR THE QL TECHNICAL GUIDE.

FROM THE FEB. '85 TSS NEWSNOTES.

SMUGGLERS' COVE   **RSC 1-8**

From Quicksilva and one of the few adventure games available for the TS2068 and Spectrum, this great program is now available from Knighted Computers. One of our readers spent many hours and dollars in calls to this editor asking for assistance in playing this adventure. The word commands used in this game are shown below to assist you in finding your way through the game to its end. Since the instructions provided with the game only indicate a few of the possible commands, member John Shillinglaw, has compiled this list of all authorized commands. Type all verbs in capitals and nouns in lower case letters.

Commands	Commands	Commands
N=North	TAKE/GET (noun)	HIT/SMASH with (noun)
E=East	FLOAT (noun)	DIG (noun) using (noun)
S=South	OPEN (noun)	PUSH/PULL/MOVE (noun)
W=West	UNLOCK (noun)	LIGHT (noun)
U=Up	HELP	DROP (noun)
D=Down	THROW (noun)	RUB (noun)
ENTER (noun)	FACE (noun)	CLIMB (noun)
LOOK (noun)	HARNESS (noun)	READ (noun)
SEARCH (noun)	KILL (noun)	
INV=Shows what you are carring		
PUT (noun) OVER (noun)		

Available to Professional Programmers is the new QL technical Guide. This Guide describes methods of doing machine code programs on the QL. It is available from Sinclair Research Ltd. 50 Staniford St. Suite #999, Boston, MA. 02114 for $20.00 per copy. The QL Technical Manual is designed be used with a 68008 assembly language technical reference.

LITTLE GOODIES FOR THE 2068

NOTES

by George Mockridge   EDITION 2

The following "little goodies" are a collection of tips, aids, hints, etc. that should prove helpful in 2068 programming. If you have a "little goodie" please send it to TIMELINEZ and we will add it to the list.

****** POKE 23609,100 **********
BEEP WHEN ANY KEY PRESSED.

****** POKE 23692,255 **********
USE BEFORE EVERY PRINT FOR AUTO-MATIC SCROLLING. WORKS LIKE THE SCROLL COMMAND ON THE 1000/1500.

****** POKE 23658,8 ************
PUT 2068 IN CAPS MODE.

****** POKE 23658,0 ************
TAKE 2068 OUT OF CAPS MODE.

********* PAUSE 0 ***************
PAUSE UNTIL ANY KEY PRESSED.

*** POKE 23561,# (#=1 TO 35) ***
TIME THAT A KEY MUST BE HELD DOWN BEFORE IT REPEATS. PREFER 10-15 FOR TEXT.

*** POKE 23562,# (#=1 TO 5) ****
DELAY BETWEEN SUCCESSIVE REPEATS OF A KEY HELD DOWN. PREFER 3 FOR TEXT.

******* USR 15002 **************
TYPE THIS IN IF YOU FIND YOUR-SELF IN AN INPUT YOU CAN'T GET OUT OF.

***   DIM A$(704)   ****
***   PRINT AT 0,0; OVER 1;
       PAPER 1; INK 6; A$ ****
ALLOWS YOU TO CHANGE PAPER AND INK COLOR WITHOUT CLEARING SCREEN.

***** PRINT #1; AT 0,2; "HI" ***
***** PRINT #1; AT 1,5; "BY" ***
***** PAUSE 0   ***
PRINTS ON LINES 22 AND 23.

******* LOAD ""CODE   ********
******* RAND USR 33792   ********
TRY THIS FOR PROGRAMS THAT WILL NOT LOAD.

** LET x=INT(x*10↑y+.5)/10↑y ***
USE FOR ROUNDING. x=NO. TO BE ROUNDED. y=NO. OF DEC. PLACES.

* 1 DEF FN r(x,y)=INT (x*10↑y+. 5)/10↑y   *
* 2 INPUT "Enter a number ";a *
* 3 INPUT "Round off to? ";b   *
* 5 PRINT FN r(a,b)   *
SETS THE DEFINED FUNCTION TO THE FORMULA USED TO ROUND OFF. a= NO. BEFORE ROUNDING. b=NO. OF DEC. PLACES DESIRED AFTER ROUNDING.

******* INPUT LINE A$ *********
PREVENTS COMPUTER FROM PLACING "" ON SCREEN WHEN WAITING FOR INPUT. NOTE: CAN'T USE STOP WITH THIS METHOD, BUT CAP SHIFT 6 WILL STOP. BUG IN SYSTEM.

*PRINT PEEK 23635+256*PEEK 23636
USE TO FIND STARTING ADDRESS.

********* PRINT '' ************
GIVES LINE FEED TO PRINT STATEMENT.

******* RANDOMIZE USR 0 ********
USE TO RESET COMPUTER.

** INPUT AT 22,0;AT 10,0;"input value";a$ *******
INPUT AT ANY POSITION ON SCREEN.

**** 1 FOR I=0 TO 21   **
**** 2 FOR X=0 TO 31   **
**** 3 LPRINT SCREEN$ (I,X); **
**** 4 NEXT X   **
**** 5 NEXT I   **
COPY SCREEN TO PRINTER WITHOUT USING COPY COMMAND.

****** OPEN #2,"p" ***********
SENDS ALL DATA NORMALLY DESTINED FOR THE SCREEN TO THE PRINTER.

****** CLOSE #2 **************
CANCELS ABOVE COMMAND.

* 1 LET C=2   ***
* 2 FOR I=32 TO 255   ***
* 3 PRINT AT 0,0;""   ***
* 4 PRINT AT 0,0;CHR$ I   ***
* 5 IF CODE SCREEN$ (0,0)=0 THEN PRINT AT 4,C;CHR$ I: LET C= C+2   ***
* 6 NEXT I   ***
LISTS CHARACTERS NOT RECOGNIZED BY THE SCREEN$ COMMAND.

******** CLEAR 63255 **********
DO THIS FIRST IF YOU PLAN TO USE UDG's IN A LONG BASIC PROGRAM THAT WILL INCORPORATE A VIDEO MODE CHANGE. A BUG IN THE SYSTEM WILL ALLOW A LONG BASIC PROGRAM TO OVERWRITE YOUR UDG's IF RAMTOP IS NOT FIRST LOWERED.

******** POKE 23750,0 *********
IF YOU ARE USING CARTRIDGE S/W THAT CAN BE STOPPED BY THE BREAK KEY, THIS WILL ALLOW YOU TO ENTER YOUR OWN BASIC LINES INTO RAM. TO RETURN TO THE CARTRIDGE ROMWARE, POKE 23750,128.

******** POKE 23693,56 ********
USE FOR STARTING PAPER/INK COLOR

**** BASIC STARTS AT 26710 *****

******** CAPS SHIFT 3 **********
WILL SCROLL TWO SCREENS WHEN LISTING.

******** POKE 26711,0 *********
GIVES LINE NO. 0. POKE 26711,1 TO CHANGE LINE 0 TO 1.

******** POKE 23659,0 *********
TO USE ALL 24 LINES (make program unstopable), POKE 23659, 2 RESETS. (Use with "INKEYS" only, INPUT resets.)

******** POKE 26710,255 ********
USE TO MAKE LINES DISAPPEAR (Makes line No. over 9999). POKE 26710,0 WILL RESET.

******** INK OR PAPER 9 ********
GIVES CONTRASTING BASE COLOR.

***** 'E' MODE/CAPS SHIFT ******
***** AND A COLOR 1 - 7 ******
GIVES INK COLOR IN LISTING.

***** 'E' MODE/UNSHIFTED ******
***** AND A COLOR 1 - 7 ******
GIVES PAPER COLOR (go back to original color at the end of the line, if not, all the lines will be the same color.)

** 1 INPUT "COMMENT";A$;CHR$ 13; "COMMENT";B$ ***
** 2 PRINT "COMMENT";A$;CHR$ 13; "COMMENT";B$ ***
EXAMPLE OF DOUBLE INPUTS.

** 9000 FOR I=1 TO 200   **
** 9010 BORDER 1:BORDER 2: BORDER 3:BORDER 4:BORDER 5: BORDER 6:BORDER 0:PAUSE 1 **
** 9020 NEXT I:RETURN   **
GOSUB 9000 FOR A STRIPED BORDER EFFECT.

******** POKE 23617,236 ********
USE TO GET A QUESTION MARK CURSOR IN INPUT STATEMENTS.

** PRINT #0;"COMMENT":PAUSE 0 **
USE TO PRINT ON LINE 24.

SUPPLEMENT FOR SPECTRUM

****** POKE 23736,181 **********
FOR MULTIPLE SAVES WITHOUT TOUCHING THE KEYBOARD. example: SAVE "test" LINE 1:PAUSE 50: POKE 23736,181:SAVE "test 2":etc

****** OUT 254,x (1 - 7) ******
USE TO GIVE TEMPORARY BORDER COLOR, WILL RESET TO OLD COLOR WHEN A KEY IS PRESSED.

VU-CALC for the TASMAN CENTRONICS PRINTER I/F and 80 COLUMN PRINTERS

by Pat Morrissey

Here is a short program which will allow you to use your "80 Column" Printer to print a real spread sheet for presenting data (including tables you've already SAVEd) from the Psion Software program VU-CALC. Required hardware and software are:

1. T/S 2068 Computer
2. Tasman Centronics Printer I/F
3. 80 Column Printer
4. Tape Recorder
5. VU-CALC
6. Tasman printer driver software – "tasintcode" – properly customized for your printer.

Below is a set of Basic program lines which are to be MERGEd with the Basic portion of VU-CALC. To do this proceed as follows:

1. Reset the computer and key in the lines listed herein.
2. SAVE and VERIFY them on a blank cassette. This is only a transfer tape and will not be the final "product", so use any name you like.
3. Reset the computer and MERGE the Basic part of VU-CALC. (That's the first part on the tape.) You must use MERGE to prevent the program from AUTO-STARTing. Stop the tape without rewinding it immediately after the border shows that the program is finished loading. Without rewinding the tape, remove it from the recorder. This will set the tape at the right place for loading in the other portions of VU-CALC later.
4. LIST the VU-CALC Basic. Then using the Immediate Command MERGE"", MERGE in the previously SAVEd lines from 1 & 2 above.
5. Again LIST the result. Then SAVE "vcalcP" LINE 10 and again VERIFY. Be careful to note (if possible) the position on the tape where your Basic ends. This will be your actual working tape.
6. Reset the computer. Replace the VU-CALC tape and use the immediate command LOAD "" CODE 40000,6912:LOAD "" CODE 29328,5225. Then play the other two parts of VU-CALC into the computer. Rewind the commercial tape and put it away.
7. Now replace the tape with "vcalcP" and get to the end of the Basic you just recorded. Leaving a few seconds after the Basic, SAVE "s" CODE 40000,6912. VERIFY. Now following this on the tape, SAVE "vc" CODE 29328,5225 and VERIFY. Again take note of where you are on the tape and remove it from the recorder.

8. Now put your tape containing "tasintcode" (the standard Tasman I/F driver program as previously configured for your printer) into the recorder. LOAD "tasintcode" CODE 64716,652. Rewind this tape and put it away.
9. Put your "vcalcP" tape back in and a few seconds past the end of "vc" SAVE "t" CODE 64716,652 and VERIFY.

That's it! Now, reset the computer and use LOAD"" to test the program for proper operation.

NOTES:
a) This program was written for use on the Star SG-10 Printer. Commands in the program which may require modification for your printer are: 51,53, 60, 63, 69, 145 and 180. With only one change (same in LINEs 63) the program runs on the Blue Chip M120/10.
b) With only minor modifications, this program will also drive "136 Column" printers (e.g. Star SG-15, Epson FX-100). This should give you the capability to print up to 32 columns of VU-CALC data!
c) Although there is room to add a few more Basic lines to the program, I have not put in the usual REMark lines to properly document the revisions internally. I present here the notes which have been omitted from the program to conserve memory:

50 Initialize "t" ("tasintcode") and printer.
51 Initializes left margin to 0. The number "77" herein is one code that doesn't work with the Blue Chip. Change it to "108".
53 Commands "One line expanded print", prints a$ (title).
60 Commands "Condensed print."
63 Commands "Set left margin = s". See Note for LINE 51 above.
69 Checks for more columns than will fit sheet. If you use a print font other than "condensed" (17 cpi) you will likely want to change this the number 18 to a smaller value. See Note e) below. It is also where you would put in a larger value for a "136 Column" printer.
73-80 and 173-180 print the column numbers at the top and bottom, respectively, of the hard copy. Delete or change these to suit your needs. I like the top and bottom system, because it gives me a place to put my ruler when I draw column-separating lines.

Master Payroll Report-06/15/85

PERSONNEL PAYROLL RECORD - - WEEK ENDING JUNE 15, 1985

EMPL #	LAST NAME,INIT	S.T. HRS	O.T. HRS	SICK HRS	VACAT HRS	HOLID HRS	RATE $/HR	GROSS $	FEDTAX $	FICA $	CALTAX $	MED $	CA DIS $	MISC<> $	NETPAY $	SICKACC DAYS	VAC ACC DAYS
20643	DAVIS,K	40	0	0	0	0	14.665	586.60	111.45	64.52	52.79	6.45	3.70	0.00	347.69	72	17
19927	MCFADDEN,M	40	7.5	0	0	0	12.825	753.46	143.15	82.88	67.81	6.45	3.70	0.00	449.47	43	22
32201	WILLIAMSON,P	32	0	8	0	0	9.553	382.12	72.60	42.03	34.39	6.45	3.70	0.00	222.95	30	8
29349	BROWN,A	32	0	0	8	0	17.225	689.00	130.91	75.79	62.01	6.45	3.70	12.60	397.54	19	3
11994	SMITH,L	40	0	0	0	0	22.349	893.96	169.85	98.33	80.45	6.45	3.70	0.00	535.18	88	15
28513	SINCLAIR,C	24	0	8	8	0	22.349	893.96	169.85	98.33	80.45	6.45	3.70	0.00	535.18	40	19
29486	BORBA,T	40	5	4	0	0	16.733	945.41	179.62	103.99	85.08	6.45	3.70	5.40	561.17	124	6
19841	BOTACELLI,W	40	0	2	0	0	16.733	702.78	133.52	77.30	63.25	6.45	3.70	0.00	418.56	27	2
13850	THOMPSON,D	40	5	0	0	0	18.311	961.32	182.65	105.74	86.51	6.45	3.70	0.00	576.27	76	9
19999	BASTON,L	40	0	0	0	0	14.665	586.60	111.45	64.52	52.79	6.45	3.70	0.00	347.69	92	14
20904	PEREZ,R	40	0	0	0	0	18.311	732.44	139.16	80.56	65.91	6.45	3.70	0.00	436.66	61	19
17730	SHIGLEY,R	32	0	8	0	0	17.225	689.00	130.91	75.79	62.01	6.45	3.70	0.00	410.14	36	9
15530	HANCOCK,B	32	8	0	8	0	14.665	879.90	167.18	96.78	79.19	6.45	3.70	19.00	507.60	47	7
TOTAL		472	25.5	30	24	0	215.609	9696.55	1842.30	1066.56	872.64	83.85	48.10	37.00	5746.10		

120-160 The data "fetch"/LPRINT routine. Good luck with modifications. One idea that might be worth the effort is a change to leave spaces between columns. I prefer the extra columns of printout afforded by the existing omission of the spaces. This also avoids splitting text that extends over more than one column.

180 Commands "Pica print" (Stops Condensed print).

2000 See Note d) below.

3200 See Note f) below.

d) Line 2000 disables the "#p" command accessed from the spreadsheet data display. Adding Line 2000 simply causes the program to ignore "#p". If you like, don't include line 2000 below (i.e., leave the original line in VU-CALC alone). That will allow you to alternate between printers at your command. Just be sure that if you use "#p", your T/S 2040 is connected. If this command is invoked, as in the original program, without the T/S 2040 Printer connected, the program will appear to hang. You can get back in action without losing data by using GO TO 3000 and then "3: Return to VU-CALC". Since making these modifications to the program I've found the T/S 2040 superfluous.

e) The quality of print from the S6-10 is sufficient to allow use of condensed print for hard copy. If your printer doesn't have condensed print or isn't clear enough in that mode, you will get fewer columns per report. The sample herein shows 19 columns, the max I can squeeze on a standard page. Change Line 69 from 18 to one less than your required maximum number of columns.

f) Line 3200 has been listed before as a cure for the "2: Clear Worksheet" bug in the commercial program. See TIMELINEZ Vol. 2, No. 5 - May 84 - Page 34. If it's already part of your program, you don't need to re-enter it here.

g) I've also added a VERIFY routine to check data SAVEd from the Program.

For those of you with modems that can download programs, this program is available at the number listed below. Remember though, it's your nickel.

Last but far from least, my sincere thanks to Walt Gaby for his interest and help. He put earlier versions of this program through a real workout that showed where the bugs were. Those bugs are gone. But, if you find others PLEASE let me know. Thanks.

C.P.Morrissey   (415) 952-5068 (Voice)
2000 Crystal Springs Road
Bldg 21, Apt 22
San Bruno, CA   94066

Next Issue: VU-CALC for the AERCO I/F

The MERGE Program LINEs for "vcalcP"
(c)1985 C.P. Morrissey. All rights reserved.

```
 10 CLEAR VAL "29327": BORDER LN PI : PAPER LN PI
: INK LN PI : CLS : LOAD "" SCREEN$ : LOAD "" CODE : L
OAD "" CODE : GO TO VAL "3200"
 50 RANDOMIZE USR VAL "64719"
 51 LPRINT CHR$ VAL "27"; CHR$ VAL "27"; CHR$ VAL "
77"; CHR$ VAL "27"; CHR$ VAL "0";
 52 INPUT "Title: ";a$
 53 LPRINT CHR$ VAL "27"; CHR$ VAL "14";"    ";a$
 60 LPRINT CHR$ VAL "27"; CHR$ VAL "15";
 62 INPUT "Left Margin (Condensed) ";s
 63 LPRINT CHR$ VAL "27"; CHR$ VAL "27"; CHR$ VAL "
77"; CHR$ VAL "27"; CHR$ s
 68 INPUT "Start Column ";n: IF n<1 THEN LET n=1
 69 INPUT "Finish Column ";a: IF a>(n+18-( INT ((s+6)/7
))) THEN LET a=n+18-( INT ((s+6)/7))
 70 INPUT "Start Line ";q: IF q<1 THEN LET q=1
 71 INPUT "Finish Line ";r: IF r>50 THEN LET r=50
 72 IF a>50 THEN LET a=50
 73 FOR a=1 TO (a-n+1)
 75 LPRINT TAB (1+(a*7)- LEN STR$ (a+n-1));a+n-1;
 80 NEXT a
 90 LPRINT
120 FOR i=((q-1)*350) TO ((r-1)*350) STEP 350
125 LPRINT CHR$ VAL "32";
130 FOR k=((n-1)*7) TO 350
140 LPRINT CHR$ PEEK (34573+k+i);
145 IF k=((a*7)-1) THEN LET k=350: LPRINT CHR$ VAL "
27"; CHR$ VAL "13"
150 NEXT k
160 NEXT i
173 FOR a=1 TO (a-n+1)
175 LPRINT TAB (1+(a*7)- LEN STR$ (a+n-1));a+n-1;
178 NEXT a
179 LPRINT
180 LPRINT CHR$ VAL "27"; CHR$ VAL "18"
190 RETURN
2000 GO TO USR e3
3000 GO SUB 1200: PRINT AT 9,2;"ENTER 1 : EXIT PROGRAM
"'' TAB 9;"2 : CLEAR WORKSHEET"'' TAB 9;"3 : RETURN TO V
U-CALC"'' TAB 9;"4 : PRINTOUT": INPUT "OPTION? ";a
3010 IF a>0 AND a<5 THEN GO TO (3000+a*100)
3200 CLEAR 29327: DIM b$(100): DIM c$(20): GO SUB VAL "
1200"
3400 CLS : GO SUB 50: GO TO 3000
4000 GO SUB VAL "1100": SAVE a$ CODE zz,( PEEK bfre+256
* PEEK (bfre+1)-zz): CLS : PRINT AT 5,1;"Rewind and Pla
y Tape to Verify"'''"GO TO 3000 on ERROR and ReSAVE": VE
RIFY "" CODE : CLS : GO TO USR e2
```

A FEW ITEMS OF INTEREST IN THE MAIL I have received lately:

Z-LINK interface card, full compatibility, allows use of Spectrum peripherals; assembled is only $22.50, bare board kit $12.50. Orders & Info (213)516-6648 Glen Clifford.

TIME-=<X>=-CHANGE Southern CA BBS, The West's only BBS dedicated entirely to the Timex/Sinclair User AND open 24 hours a day FREE (until you look at your phone bill). If you can get on line you have access to Public Domain Software, Mail and Messages, On-Line Games and Information for T/S Users. (213)329-3922 8 Bit Word, 1 Stop, 0 Parity, 300/1200 Baud.

Pergamon Press Ltd. owner Robert Maxwell purchased 75% of Sinclair Research according to the 6/17/85 Wall Street Journal - Clive stays on as head tinkerer - might help us see a few QLs sooner than later. Sinclair Research was experiencing cash flow problems.

Ebzug meetings have been interesting lately due largely to the project or topic each meeting is dedicated to. June's meeting was not only a chance to examine an Apple Macintosh, but also saw three unexpected guests:

Bob Orrfelt demonstrated the latest version of editing software for his cartridge/eprom burner system. He's now working on completing the documentation - works very well!! If you haven't seen or purchased one of his cards yet, DO! You will be impressed.

```
*************************************
```

COMPUTER CALENDAR

```
*************************************
```
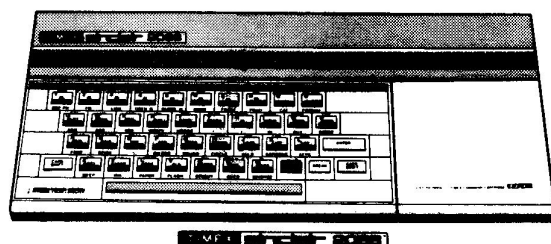
J U L Y
----

21 Peninsula User Group   1:00 pm

25 East Bay Z80 User Group   7:30 pm

30 Silicon Valley User Group
    Regular Meeting
    Cupertino Library   7:00 pm

31 Silicon Valley User Group
    Workshop Meeting
    Greater Western Savings
    10250 S. De Anza Blvd.
    Cupertino   7:00 pm

A U G U S T
----

18 Peninsula User Group   1:00 pm

22 East Bay Z80 User Group   7:30 pm

27 Silicon Valley User Group
    Regular Meeting
    Cupertino Library   7:00 pm

28 Silicon Valley User Group
    Workshop Meeting
    Greater Western Savings   7:00 pm

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TIMES AND LOCATIONS MAY DIFFER...PLEASE CALL FIRST.

MAPS SENT TO NEW AND INQUIRING MEMBERS.

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E B Z U G   EAST BAY Z80 USER GROUP
654 40TH STREET
RICHMOND, CALIFORNIA 94805
(415) 234-3310

PRESIDENT: RICK LINK

MEETINGS: FOURTH THURSDAY OF EACH MONTH, 7:30 P.M.
WEST BRANCH LIBRARY
1125 UNIVERSITY AVENUE (NEAR SAN PABLO AVENUE)
BERKELEY

MAKE CHECK FOR DUES PAYABLE TO "WOODY McPHEETERS".

P U G   PENINSULA USER GROUP
263 GATEWAY, NO. 107
PACIFICA, CALIFORNIA 94044
(415) 359-3198

PRESIDENT: GEORGE MOCKRIDGE

MEETINGS: THIRD SUNDAY OF EACH MONTH, 1:00 P.M.
PENINSULA HOSPITAL
1783 EL CAMINO REAL
BURLINGAME

MAKE CHECK FOR DUES PAYABLE TO "GEORGE MOCKRIDGE".

S V S T U G   SILICON VALLEY SINCLAIR TECHNOLOGY USER GROUP
6675 CLIFFORD DRIVE
CUPERTINO, CALIFORNIA 95014
(408) 253-3175

PRESIDENT: RITA CARR, (408) 738-2888, X-4579

MEETINGS: NO REGULAR TIME OR PLACE FOR MEETINGS.
SEE COMPUTER CALENDAR FOR MEETING INFORMATION
OR CALL (408) 253-3175.

MAKE CHECK FOR DUES PAYABLE TO "SINCLINK".

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(CONT. FROM FRONT PAGE)

```
 250 PRINT AT 21,0; FLASH 1;"Ent
er Index Number for #:";o
 260 INPUT i$
 270 PRINT AT n,26; OVER 1;">";i
$
 275 INPUT "OK (ENT/N)  ";Z$: IF
Z$="N" OR Z$="n" THEN PRINT AT
N,16; OVER 1;N$;AT N,26; OVER 1;
">";I$: GO TO 220
 280 LET o=o+1
 290 NEXT n
 295 INPUT "OK? (Y/N)   ";z$: IF
z$="n" OR z$="N" THEN RUN
 297 PRINT AT 21,0;"            .

 300 COPY
 305 CLS
 310 PRINT "            ";AT 3,0;"

 315 FOR n=1 TO 2: PRINT AT n,0,
" ";AT n,31;" ": NEXT n
 320 LET b=0: DIM a(8): FOR d=1
TO LEN a$: LET n=CODE a$(d TO d)
 325 FOR x=1 TO 8: LET a(x)=PEEK
 (15615+8*(n-32)+x): NEXT x
 330 FOR f=0 TO 7 STEP 2: LET b=
b+1: POKE USR "A"+f,a(b): POKE U
SR "A"+(f+1),a(b): NEXT f
 335 FOR f=0 TO 7 STEP 2: LET b=
b+1: POKE USR "B"+f,a(b): POKE U
SR "B"+(f+1),a(b): NEXT f
 336 PRINT AT 1,d+1;CHR$ 144;AT
2,d+1;CHR$ 145
 340 LET b=0
 341 NEXT d
 350 COPY
 360 INPUT FLASH 1;"For another
run Press ENT   "; LINE z$
 370 IF Z$="" THEN GO TO 20
 380 STOP
 400 CLEAR : SAVE "TAPE LABEL" L
INE 1
 410 VERIFY ""
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EDITOR NOTE: This article first appeared in the the April issue of THE RAMTOP N/L of the Greater Cleveland Sinclair Users Group. It is reprinted in TIMELINEZ with kind permission of the author.

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Two friends demonstrated hardware projects they were working on - a 1500 robot and an individually developed (in progress) 1000 disk drive.

NEXT MEETING - No project theme, summer update on what people are doing. See you there!

Rick Link

TIMELINEZ
P.O. BOX 1312
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